THE CRACKED LEDGER

AN AD&D 2ND EDITION ADVENTURE BY FALLN

THE AMEDIO SANDBOX CAMPAIGN

The Cracked Ledger is part of **The Amedio Sandbox Campaign**, a custom series of open-world adventures set in the perilous and storied Amedio Jungle—home to lost civilizations, ancient ruins, and untamed wilderness. This setting lies within the **World of Greyhawk**, originally developed by TSR and now owned by **Wizards of the Coast, LLC**.

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The city of **Sasserine** featured here has been expanded with original material to support a dynamic, player-driven campaign. All new characters, factions, and plot elements are shared in the spirit of creativity and appreciation for the Greyhawk legacy.

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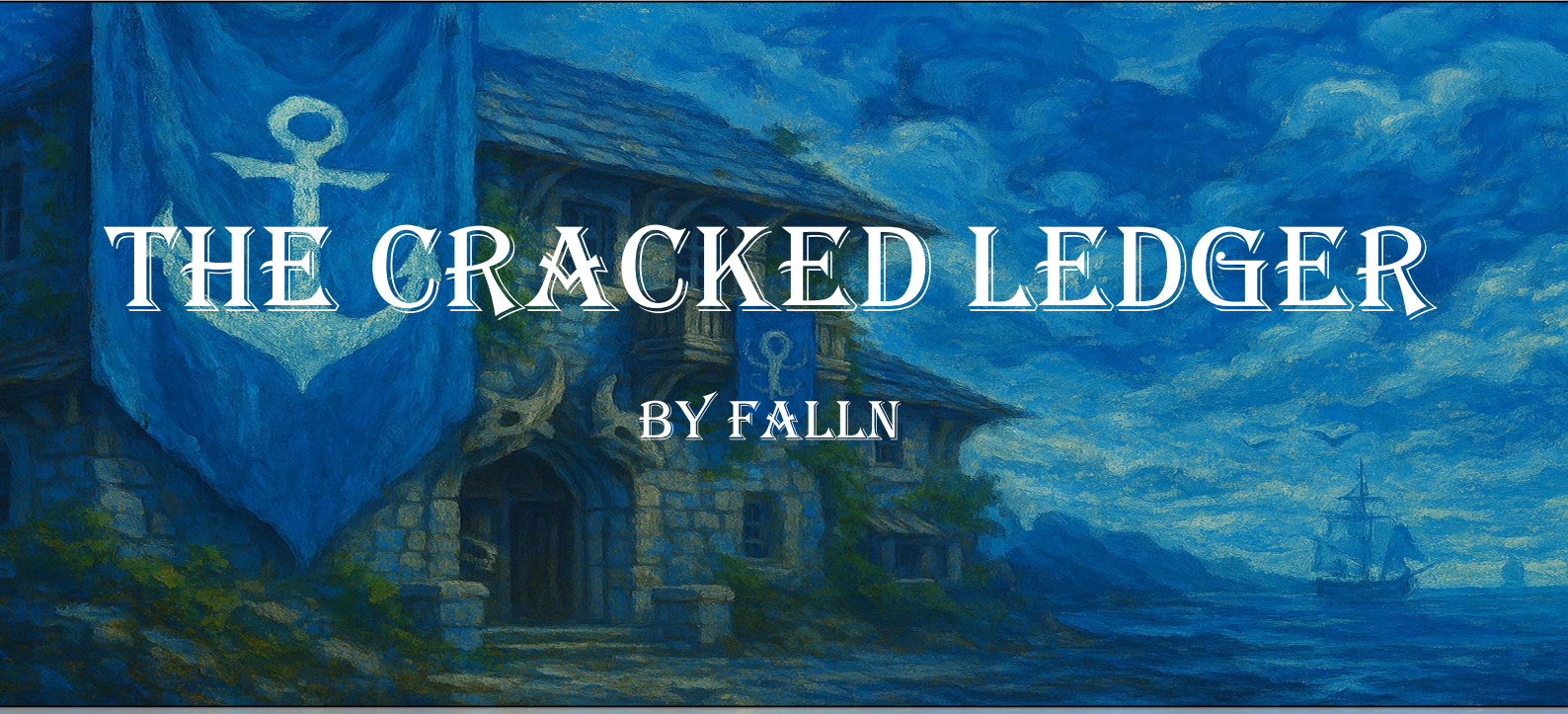
ADVENTURE SUMMARY

- **System:** AD&D 2nd Edition
- **Level Range:** 4–6 players, 3rd level
- **Tone:** Political intrigue, moral dilemmas
- **Setting:** City of Sasserine, World of Greyhawk
- **Hook:** Investigate a missing wyvern egg shipment

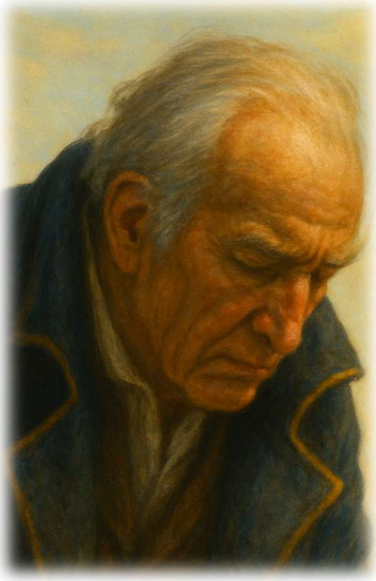


THE CRACKED LEDGER

BY FALLN

The coastal city of **Sasserine** stands at the threshold of civilization—where noble houses and merchant guilds vie for power behind polished doors and shadowy alleys. Between the refined estates of the Azure District and the salt-crusted piers of the Docks, secrets flow as freely as trade: smuggling, cults, and quiet betrayals beneath a thin veneer of prosperity.

One by one, the adventurers receive a cryptic summons: a **sea-stained scrap of parchment**, silently handed off by a boy wearing the **silver anchor insignia of House Islaran**. Before questions can be asked, the boy vanishes into the crowd.



At **Azure Bluff**, with the tide lapping hungrily at coral-streaked rocks, the party meets **Keltar Islaran**—Harbormaster of Sasserine and the weary head of a once-prominent noble house. Though age stoops his back and salt clings to his beard, his eyes remain sharp and defiant.

Keltar Islaran: "I've ruled these docks longer than most have drawn breath," he says. "But a shipment—**wyvern eggs**—slipped through my watch. The records say they arrived. The crates say they didn't. Someone inside is cooking the books, and I can't trust my own people anymore."

Keltar offers **coin**—but more than that, he offers **trust**. He doesn't want muscle. He wants **outsiders**. "Clean hands," he says. "Unknowns. That's what I need."

Thus begins a tale of **quiet deception**, **falsified ledgers**, and **dangerous truths**. The investigation will lead from **Islaran Manor's** stone corridors to the fog-wrapped slums of **Mistshore**, and into the coils of **House Kellani**, whose ambitions reach deeper than the sea.

In **Sasserine**, **loyalty is currency**, **memory is fragile**, and **justice often wears the mask of compromise**. As the adventurers pull at the threads of the city's secrets, they must decide: what price are they willing to pay to keep Sasserine afloat?

Summary

The Cracked Ledger is a **low-level investigative adventure** for **4–6 characters of 3rd level**, set in the politically charged city of **Sasserine**. Rather than exploring dungeons or wilderness, players navigate a world of **social tension**, **forged documents**, and **morally grey choices**.

The party is drawn into a **quiet conspiracy** when **Keltar Islaran**, Harbormaster and head of a fading noble house, hires them to investigate a vanishing shipment of **wyvern eggs**—contraband that officially arrived, yet physically disappeared. Suspecting internal corruption but

unable to act openly, Keltar entrusts the job to **outsiders**: adventurers untainted by local politics.

The investigation leads into the **administrative wing of Islaran Manor**, where **shipping ledgers** and **customs logs** may hold the truth. Clues point to **forged manifests**, a mysterious vessel called **The Gloamwing**, and a quiet but suspicious clerk named **Velra Tandis**. All signs lead toward **House Kellani**, a rival family with a dangerous reputation.

As the trail deepens, the party uncovers a **coded message** pointing to a **midnight exchange** at the fog-choked **Mistshore docks**. There, **smugglers** offload crates disguised as fertilizer—one of which contains a **still-warm wyvern egg**.

The climax offers multiple paths:

- **Expose the smugglers**, earning Keltar's trust (and the Kellanis' ire).
- **Accept a bribe** to stay quiet, gaining wealth but risking infamy.
- **Take the egg for themselves**—a bold move with dangerous consequences.

The Cracked Ledger is a tale of **discretion over heroism**, shaped by **player choices**. Whether the party uncovers the truth or buries it, **Sasserine will remember**—and its secrets rarely stay submerged for long.

Getting Started

A sealed message leads them to Azure Bluff at dusk, where Dockmaster Keltar Islaran waits with a troubling request.

A boy slips through the morning market—barefoot, silver anchor pinned to his collar. Without a word, he presses a salt-stained note into your hand and vanishes into the crowd before questions can catch him. The parchment smells of brine and seaweed. Four words, scrawled in ink: "Azure Bluff. Dusk. Discretion required."

The message is **handwritten**, brief, and **unsigned**:

"Azure Bluff. Dusk. Discretion required."

Locals recognize **Azure Bluff** as a peaceful cliffside overlook, favored by retired sea captains and old merchants. It's not a place for politics—perhaps that's exactly why the meeting is arranged there.

Interlude: House Kellani

*To understand the rot beneath Sasserine's surface, one must understand **House Kellani**.*

*Officially, Kellani is a minor noble house—respectable, well-connected, and quietly ambitious. Its matriarch, **Rowyn Kellani**, maintains a presence at galas and council meetings, always with polite words and a carefully measured smile.*

*Unofficially, Kellani is **entrenched in the black market**: smuggling, forgery, exotic creatures, and quiet disappearances. They maintain no gang colors, hire no thugs openly—but information flows through their hands like water through cupped fingers.*

Unlike House Islaran, which clings to fading honor, Kellani thrives in ambiguity. Where Keltar Islaran commands the docks by statute, Kellani controls back-room manifests, bribes, and whispered favors. Their strength lies in subtlety.

*Rumors suggest their agents use fronts along **Mistshore**—a decaying stretch of dock long abandoned by the city watch. If the wyvern eggs truly vanished, odds are good Kellani hands helped them disappear.*

But proving it? That would take more than evidence. It would take nerve—and leverage.

The Harbormaster's Request

The cliffside air is thick with salt and silence. Stone benches overlook the sea, battered by wind and time. An old man waits, coat sharp despite the salt clinging to its threads, cane resting by his knee. He does not rise. But his eyes meet yours—measured, sharp, unflinching.

*Seated on one of the benches is an **elderly man** in a **tailored navy coat**, posture straight, **cane resting beside him**. A **silent guard** stands behind at a respectful distance—still and watchful.*

This is **Keltar Islaran**, **Harbormaster of Sasserine**. His hair is white, his gaze piercing.

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*Without greeting, he gestures for the party to approach and speaks in a voice like **worn rope**.*

"I've seen floods, fires, and half this city's nobility try to slit each other's throats in the dark. But this—this is quieter. More dangerous.

*A shipment of **wyvern eggs** came in under tight inspection. Or so the records say. The manifest checks out. But the crates? Vanished. No one remembers unloading them. And I don't believe in ghosts."*

*He fixes you with a **steady look**.*

*"Someone on the inside rerouted that cargo, and I can't trust anyone in my house. I need **unknowns**. **Clean hands**. I'm offering **coin**... and something harder to earn—**trust**."*

Keltar Islaran (Human Fighter) AC: 7 MV: 12 Level: 5 hp: 29 THAC0: 16 #AT: 1 Dmg: 1d6+1 (cane) or 1d4 (dagger) SA: May summon city guards in 1d4 rounds SD: Nil MR: Nil SZ: M (5'10") ML: 12 (steady) XP: 175

Keltar is a **weathered but dignified nobleman**, relying more on **influence and wit** than steel. He avoids direct conflict, but if threatened, he will defend himself with **unexpected resolve**. If attacked in public, he immediately attempts to summon the **city guard** (arrives in 1d4 rounds) and will prioritize **de-escalation**. His **cane** is mostly ceremonial, but he can strike with it for 1d6+1 damage if cornered.

Islaran Bodyguard (Human Fighter) AC: 6 MV: 12 Level: 3 hp: 19 THAC0: 18 #AT: 1 Dmg: 1d8 (longsword) SA: Nil SD: Nil MR: Nil SZ: M (6') ML: 13 (elite) XP: 120

rained in **city guard tactics**, this bodyguard serves Keltar with **unwavering loyalty**. He rarely speaks, remaining **silent and vigilant**. If Keltar is threatened, the bodyguard will immediately **interpose himself** and fight **defensively**, prioritizing Keltar's safety above all else.

Keltar's Offer

"The shipment entered legally," Keltar says, "The manifest claims it was received. But no one witnessed it being unloaded, and the buyer never saw a crate. Someone inside my manor tampered with the records—and I can't confront them without tipping my hand."

He offers:

- **200 gp** in advance, with **500 gp** upon completion
- **Discreet access** to the manor's west wing and official archives
- **Amnesty**: no legal consequences if the party uncovers the truth

The task begins in the **ledger chamber**, located in the west wing of Islaran Manor—a records vault staffed by clerks during the day and barred at night. Though not heavily guarded, the routine nature of the workspace means that strangers are quickly noticed.

Keltar is willing to answer a **few questions** before the party begins, but he won't **direct their every step**. He insists on **discretion**:

"If they know you're working for me, we've lost already."

Why not investigate yourself? "If I send guards, the traitor vanishes. If I accuse the wrong person, I look weak—or worse, guilty. I need this handled quietly."

- **Why not send your own people?** "Because someone *is* my people. If I make a move, the wrong heads turn. I need strangers—clean hands."
- **What was in the shipment?** "Wyvern eggs. Dangerous, valuable, but legal—barely. The buyer was legitimate. The eggs? Gone."
- **Who signed the manifest?** "It bears my seal. That's the problem—I never touched it. That means forgery. And nerve."
- **Do you suspect anyone?** "I have names. But suspicion without proof is a noose in this city. One slip, and I lose more than cargo."
- **What should we look for in the records?** "Irregularities—wrong ink, unusual tides, seals pressed wrong. It'll be subtle. Look sharp."
- **What's the ledger chamber like?** "A records archive. Thirty years of shipping logs. Barred at night, watched by clerks by day. Not a treasury—but not open, either."
- **Could this have happened at the docks, not here?** "Doubtful. Dock crews report to me. Paperwork was clean before it left the manor. The rot's internal."
- **What do we do if we find the traitor?** "Bring me *proof.* A name, a document, a confession. Quiet if you can. Clean if you must."
- **What's in it for us, besides gold?** "Trust. And in this city? That's rarer than dragonscale."

Etiquette (Charisma)
Understanding how to speak to a nobleman properly.

- **Success by 5+ (Outstanding):**
  Keltar is impressed by the group's poise.
  → *Increases promised reward by 10 gp per member*
  → *Admits he suspects Velra Tandis, though without naming her directly*
- **Success (Basic):**
  Keltar warms slightly.
  → *Shares info as written. No additional bonus.*
- **Failure:**
  Players speak too informally or breach protocol.
  → *Keltar remains guarded; minor info may be withheld.*
- **Natural 20 (Critical Failure):**
  A misjudged comment (e.g., joking about his age or power).
  → *Keltar is offended, lowers payment offer by 50 gp total, and cuts conversation short.*

Local History (Intelligence), Heraldry (Intelligence) or Ancient History (Intelligence)
Recalling past tensions between noble houses or harbor incidents.

- **Success by 5+ (Outstanding):**
  → *Player recalls a past bribery scandal involving House Kellani and tidewatchers.*
  → If mentioned, Keltar's expression tightens—*he silently confirms the connection.*
- **Success (Basic):**
  → *The player knows House Islaran has lost ground to rivals, especially Kellani.*
- **Failure:**
  → *They confuse Islaran's role (e.g., assume it's a merchant guild).*
- **Natural 20 (Critical Failure):**
  → *Player confidently spreads incorrect or insulting info—e.g., that House Islaran was the one caught smuggling.*
  → *Keltar becomes suspicious or quietly irritated, imposing disadvantage on future reaction checks.*

ACT I: INFILTRATING ISLARAN MANOR

This section of the adventure focuses on a quiet, high-stakes investigation within Islaran Manor. Instead of brute strength, players will need to depend on subtlety, clever deception, and keen observation to navigate the manor's administrative halls and uncover evidence of corruption. The emphasis is on tension and intrigue, rewarding social finesse and sharp thinking over combat prowess.

The West Wing of Islaran Manor

The west wing of Islaran Manor serves as its administrative heart—a coral-streaked annex of aging stone with tall windows that gaze out over the bustling harbor. Here, shipping logs, customs records, and dockside declarations are reviewed, filed, and stored. By day, the corridors are alive with the rustle of parchment and the steady march of clerks and scribes ferrying documents. By night, silence settles in; the wing is locked, its activity reduced to a handful of cleaners and the faint echo of tides against stone.

The second floor houses the ledger chamber—a vaulted, archive-lined room filled with scroll-cases, shipping manifests, and records sealed in wax. At night, the door is secured with a simple wooden crossbar; during daylight, it's under the constant watch of seasoned clerks and meticulous scribes. Though unguarded by magic, the chamber's true defense lies in its familiarity—every face is known, every movement expected. Outsiders don't need to be caught to be noticed; they just need to be different.

Key Staff in the West Wing

Velra Tandis manages the majority of the ledger operations with meticulous precision. Reserved and efficient, she maintains an impeccable record—except when she's quietly rewriting history. Emotion rarely touches her expression, and she is frequently the last to leave, her lamp burning long into the night.

Velra Tandis, *3rd-level Human Thief (NE, Kellani Agent)* **AC**: 5 (leather armor + Dexterity) **MV**: 12 **HP**: 13 **THAC0**: 19 (17 with dagger) **Dmg**: 1d4 (dagger) or 1d6 (sling) **SA**: +2 to hit and double damage on backstab; +10% Forgery **SD**: +2 saves vs. poison and charm **Skills**: Hide in Shadows 45%, Move Silently 50%, Pick Pockets 40%, Forgery 65% **AL**: NE **SZ**: M (5'6") **ML**: 11 (calculating) **XP**: 120

Velra is calm, calculating, and disarmingly polite. Beneath her quiet demeanor lies a mind sharpened by years of deception. Though officially a scribe, she is a covert asset of House Kellani, deeply embedded in Islaran Manor. She carries a forged shipping manifest sealed with a false crest and wears a pendant bearing the Kellani sigil—tucked discreetly beneath her blouse. If confronted, she defaults to denial, but if cornered, she will pivot to bribery or stalling tactics rather than violence.

Lukas Draen, *0-level Human Commoner (LN, Tidegate Clerk)* **AC**: 10 **MV**: 12 **HP**: 3 **THAC0**: 20 **Dmg**: 1d4 (quill knife) **Skills**: Local History 60% **Wisdom**: 8 (poor memory) **AL**: LN **SZ**: M (5'9") **ML**: 9 (unsteady) **XP**: 15

Lukas serves as a tidegate scheduler—reliable on paper, less so in person. Though literate and familiar with harbor routines, his weak memory often betrays him. He falters under pressure, mixes up names and times, and is easily distracted by flattery, gossip, or the promise of coffee. When charmed or relaxed, he suffers a –2 penalty on Intelligence or Wisdom checks to detect deception, and may inadvertently reveal valuable details if guided with patience.

Yorna Velk, *0-level Human Commoner (LN, Senior Ledger Keeper)* **AC**: 9 (thick wool coat) **MV**: 12 **HP**: 4 **THAC0**: 20 **Dmg**: 1d4 (ledger stylus) **Skills**: Reading/Writing 70%, Forgery Detection 55% **Hearing Penalty**: –2 to hear noise or whispers **AL**: LN **SZ**: M (5'4") **ML**: 11 (steadfast) **XP**: 25

Yorna is the longest-serving scribe at Islaran Manor, known for her stern demeanor and encyclopedic memory. Though hard of hearing, she compensates with razor-sharp visual awareness and a deep familiarity with every ledger under her care. She's notoriously difficult to bluff—any unfamiliar face, irregular document, or inconsistency in tone is likely to draw her attention. If she suspects wrongdoing, she acts quickly, alerting guards unless expertly deceived with perfect etiquette or forged credentials.

Cormen Belas, *0-level Human Commoner (LN, Junior Scribe)* **AC**: 10 **MV**: 12 **HP**: 3 **THAC0**: 20 **Dmg**: 1d3 (ink pen or letter opener) **Skills**: Reading/Writing 65%, Observation 25% **AL**: LN **SZ**: M (5'7") **ML**: 7 (eager but nervous) **XP**: 15

Cormen is the youngest clerk at Islaran Manor—bright, anxious, and eager to prove himself. Though he lacks experience, he's quick with records and logistics, and highly impressionable. He responds well to confident authority, granting a +2 reaction bonus to characters who appear official or superior. While not disloyal, he's prone to sharing schedules, access details, or sensitive names if he believes it will earn approval or praise.

During normal hours, two house guards are stationed at either end of the west wing's second-floor corridor. At night, the doors are barred but not watched, and light-duty staff perform cleaning rounds until midnight.

Methods of Entry

The players are encouraged to be creative in how they approach the ledger room. Possibilities include:

- **Disguise as Staff:** Disguising themselves as scribes, messengers, or minor officials allows the party to blend in during daylight hours. A successful **Disguise** or **Etiquette** check helps them pass casual scrutiny, especially if they speak with confidence and carry props like satchels or wax-sealed documents.Creating forged work orders or manifests. With Forgery, the party might produce a convincing order bearing Keltar's seal or signature.
- **Forged Documents:** Creating counterfeit work orders or shipping manifests bearing Keltar's seal can grant access. A successful **Forgery** check is required, with bonuses if players use period-appropriate phrasing or recycled paperwork from the manor itself.
- **Timing Shift Changes:** By observing guard rotations or staff routines, the party can slip in during a moment of distraction. A successful **Wisdom** or **Local History** check reveals when corridor traffic thins or doors are briefly left unguarded. Befriending or misleading one of the junior staff. Cormen Belas is particularly vulnerable to flattery or casual conversation.
- **Manipulating Junior Staff:** Certain employees, such as **Cormen Belas**, are susceptible to flattery or false authority. A clever

bluff, well-placed compliment, or confident tone may coax useful access codes or insider timing from them—especially with a solid **Charisma** roll.

- **Nighttime Infiltration:** After midnight, the west wing is largely empty apart from cleaners. With a bit of patience and silence, the party can sneak in under cover of darkness. Success here depends on **Move Silently**, **Hide in Shadows**, or other stealth abilities. Failure may raise suspicion but doesn't trigger automatic combat. Failures may raise suspicion but do not immediately result in combat. If the party draws too much attention or causes a scene, one of the guards may be called. If Keltar is alerted, he may intervene once, but will rescind his offer if the party continues to act recklessly.

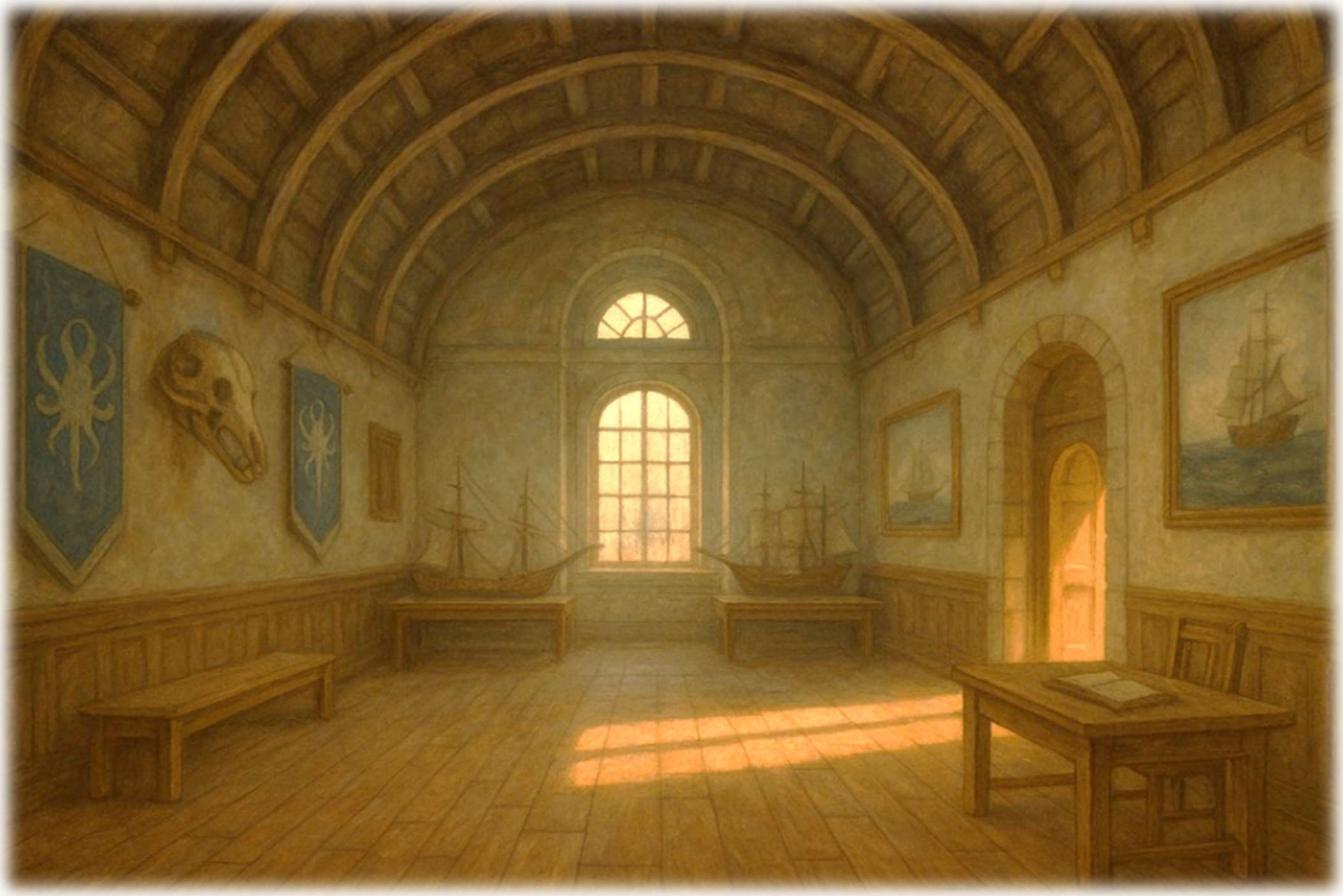
Suspicious activity draws attention but doesn't always result in combat. The first offense may lead to firm questioning, a warning from a clerk, or the involvement of a lone guard. If the players persist in reckless or disruptive behavior, Keltar may hear of it—and while he might intervene once, repeated disturbances will cause him to rescind his offer entirely.

Non-Weapon Proficiencies in Play

The following proficiencies may be relevant during this segment:

- **Forgery (Intelligence):** Allows players to create convincing fake documents—such as work orders, customs declarations, or shipping manifests. A high result may also let them detect forged signatures, mismatched seals, or other tampered paperwork in the ledger chamber.
- **Disguise (Charisma):** Enables characters to pass as scribes, messengers, or city officials. When combined with roleplay and supporting props (satchels, seals, forms), a good roll may grant temporary access or avoid scrutiny from suspicious staff.
- **Etiquette (Charisma):** Helps players navigate the social norms of noble or bureaucratic settings. Success may reduce suspicion, allow more natural conversation with staff, or earn subtle favors from the more rigid employees like Yorna Velk.
- **Wisdom:** Used to spot subtle behavioral cues, hidden compartments, or timing windows—such as noticing when a key clerk steps away, or when the hallway momentarily empties. Also useful for detecting tailing individuals or eavesdroppers.
- **Local History (Int):** May help a character recall the names of former clerks, recognize outdated office layouts, or reference old naval terms during conversation to boost credibility. In some cases, this can grant bonuses to bluffing or deception attempts.
- **Reading/Writing (Int):** Notice inconsistencies in handwriting, paper quality, or signatures.

Each proficiency check reveals greater detail about the manor's operation, the staff's habits, or the irregularities in the records. A natural 1 often offers a bonus insight or advantage, while a natural 20 may draw suspicion or provoke a complication.



Discoveries in the Ledger Chamber

Once inside the ledger chamber, the party can begin their investigation in earnest. The room is dense with scrolls, manifests, and shipping records—most mundane, some suspicious. Players who examine the ledgers carefully will notice subtle but telling signs of manipulation. The following clues can be discovered:

- **The Gloamwing Manifest:** A shipment manifest for a vessel called *The Gloamwing* is present, though no registration of that vessel. The document is signed by Velra Tandis.
- **Impossible Departure Time:** The listed departure overlaps with a scheduled tidegate closure. A successful **Navigation** or **Astrology** check confirms that no ship could have legally or physically exited the harbor during that window—strong evidence of falsified records.One wax seal is misaligned and pressed at a shallow angle, unlike the official Islaran seals which are deep and centered.
- **Tampered Seal:** One document bears the Islaran wax seal, but it is pressed shallowly and slightly misaligned. Official seals are known for their deep, centered impression. A character with **Forgery**, **Observation**, or **Reading/Writing** can detect the inconsistency.
- **Inconsistent Signatures:** Several entries show subtle variations in handwriting—looped letters that don't match known samples, uneven pressure, or mismatched ink tones. Individually, the errors are minor; together, they form a pattern. Players using Reading/Writing, Forgery, or a high Wisdom score can connect the dots.
- **The Hidden Note:** Beneath a blotter in Velra Tandis's writing desk lies a folded scrap of paper, apparently just another receipt. Careful observation reveals that the listed goods and dates repeat odd patterns. A successful Reading/Writing or Intelligence check reveals the cipher. Decoded, the note reads: "Midnight. Mistshore Dock 7. Fertilizer."

This clue leads directly to the climax scene at Mistshore and confirms that the cargo was redirected intentionally.

Optional Encounter: The Quiet Watcher

Not every eye in Islaran Manor serves the Harbormaster. Among the guards stationed in the west wing, one is compromised—quietly bought by House Kellani to keep watch on suspicious activity.

That man is **Brevan Mallor**, a low-ranking guard with little ambition and even less loyalty. He doesn't know the full scope of the smuggling plot, but he knows enough to recognize when someone is sniffing too close to danger.

Brevan Mallor, *1st-level Human Fighter (LN, Secretly Bribed by House Kellani)* **AC**: 7 (studded leather + Dex) **MV**: 12 **HP**: 8 **THAC0**: 19 **Dmg**: 1d8 (longsword) or 1d6 (club) **Skills**: Observation 35%, Bluff Detection 20% **AL**: LN (leaning N) **SZ**: M (6') **ML**: 9 (discreet but cautious) **XP**: 35

Brevan is a junior house guard with modest training and a fading sense of duty. Bored, underpaid, and overlooked, he has quietly accepted coin from a Kellani contact in exchange for watching the ledger wing. He doesn't know the full extent of the smuggling plot but recognizes when trouble approaches. If the party lingers too long or asks too many questions, Brevan will slip away under pretense and report their presence. He avoids confrontation and does not reveal his divided loyalties unless cornered and pressured.

Triggering the Encounter: If the party spends more than a few minutes investigating the west wing—whether by posing as staff, bluffing their way into offices, or quietly snooping through ledgers—Brevan takes notice. He doesn't intervene directly.

The Warning in the Fog: Later that evening—perhaps as the party exits the manor or travels through a quieter district—they're approached.

From a shadowed alleyway, several rough-looking dockhands emerge. Their clothes are plain, but their posture is disciplined. At their head is a scarred man with a broken nose and a practiced smirk.

"You've been asking questions in places that don't like answers," he says. "Let's have a word. Just a friendly chat. In the alley. Nice and private."

The Enforcers: These are **Kellani enforcers**, sent not to kill, but to intimidate, question, and deliver a message. They carry **saps**, **clubs**, and **blunt weapons**—tools for bruising, not murdering. They avoid drawing steel unless provoked.

Mistshore Brawler (Human, 2nd-level Fighter): AC 7 (padded armor, Dex); MV 12; HD 2 (HP 12); THAC0 19 Dmg: 1d4 (sap, nonlethal)

or 1d6 (club) **Special:** On hit, may attempt a **grapple** or **disarm** (opposed Strength check) Morale: 10 (drops to 7 if blood is spilled) AL: N or NE XP: 65

Each one carries a **Kellani-minted token** and a **black handkerchief** bearing subtle embroidery—the unspoken mark of Kellani muscle.

How It Plays Out:

- **If the party talks:** The brawlers press for details—what the players know, who they're working for, and what they've seen. If the party gives vague answers or bluffs successfully, the thugs issue a warning and retreat.
- **If the party fights:** The brawlers respond nonlethally at first, trying to subdue rather than kill. If the players escalate with deadly force, the smugglers return in kind—one may attempt to flee and alert superiors.
- **If captured and questioned:** The enforcers deny all links to House Kellani. However, a successful **Charisma check**, **bribe**, or **intimidation** may earn a cryptic admission:

Act II: Mistshore Shadows

With forged documents uncovered and a coded note referencing "Mistshore Dock 7. Fertilizer. Midnight," the investigation shifts from quiet bureaucracy to the fog-wrapped slums of Sasserine's harbor. Time is short, and subtlety becomes survival.

This act draws the party into the decaying edge of the city—a place where the guard turns a blind eye, and Kellani influence runs deep beneath the grime. Choices here will carry long consequences. Confrontation is possible, but discretion may still offer the upper hand.

The Mistshore Docks

Mistshore is where Sasserine forgets itself. This crumbling stretch of pier clings to the southern curve of the harbor like rotted teeth—sagging timbers, barnacle-choked pylons, and the stench of salt and mildew thick in the air. Here, lanterns are few, and law is absent.

By day, Mistshore appears abandoned—used only by drifters, scavengers, or those paid to look the other way. But at night, the fog rolls in like smoke from a dying fire, and silent ships arrive without signal or ceremony. Their business is quick, their crews quieter still.

Dock 7 lies at the very edge of this forgotten place—a warped finger of wood jutting into dark water, half-obscured by mist. Nearby crates sit beneath tarps, and the slick stone steps leading down to the mooring creak under the weight of long-neglected secrets.

Lurking Smugglers

As the fog thickens and the hour nears midnight, a dark-sailed sloop glides into place beside Dock 7—silent, nameless, and barely disturbing the water. Within moments, cloaked figures disembark and begin unloading crates stenciled with the word "Fertilizer."

They work with practiced efficiency. No shouting. No light. Just the dull thump of wood on wood and the quiet grunt of effort. A mule-drawn cart waits nearby, half-shrouded beneath a tarp. The operation is swift—and anything but innocent.

The number of smugglers can be adjusted to match the party's strength, but four to six is typical. They are not elite fighters, but they are disciplined and dangerous when cornered.

Mistshore Smuggler (Human, 2nd-level Fighter): AC 6 (leather armor + Dex) MV 12 HD 2 (HP 10) THAC0 19 Dmg: 1d6+1 (short sword) or 1d8 (light crossbow) **SA**: Once per combat, may throw a smoke vial (10-ft radius, –2 to missile attacks for 1 round) **ML**: 11 **AL**: N or NE **XP**: 65

Each smuggler carries 1d6 gp, a **forged customs slip bearing Islaran's seal**, and a **Kellani-minted token** hidden inside their belt pouch.

If the party chooses to observe rather than engage, they may notice several telling details—each revealing more about the operation and its ties to House Kellani:

- **A Hidden Crest:** One smuggler wears a cloak that briefly flutters open, revealing the crest of House Kellani stitched discreetly on the inner lining.
- **Forged Seals:** The crates bear customs markings that mimic House Islaran's seal, but close inspection—or a successful **Forgery** or **Reading/Writing** check—reveals flaws: incorrect wax color, a slight misalignment, or mismatched phrasing.
- **Contraband Cargo:** One crate, if quietly opened or tampered with, is packed with straw—and conceals a still-warm **wyvern egg**, unmistakably genuine to anyone with **Animal Lore**, **Beast Handling**, or simple common sense.

Careful observation can provide the party with significant evidence—enough to implicate House Kellani and confirm the smuggling operation—without the need for direct confrontation.

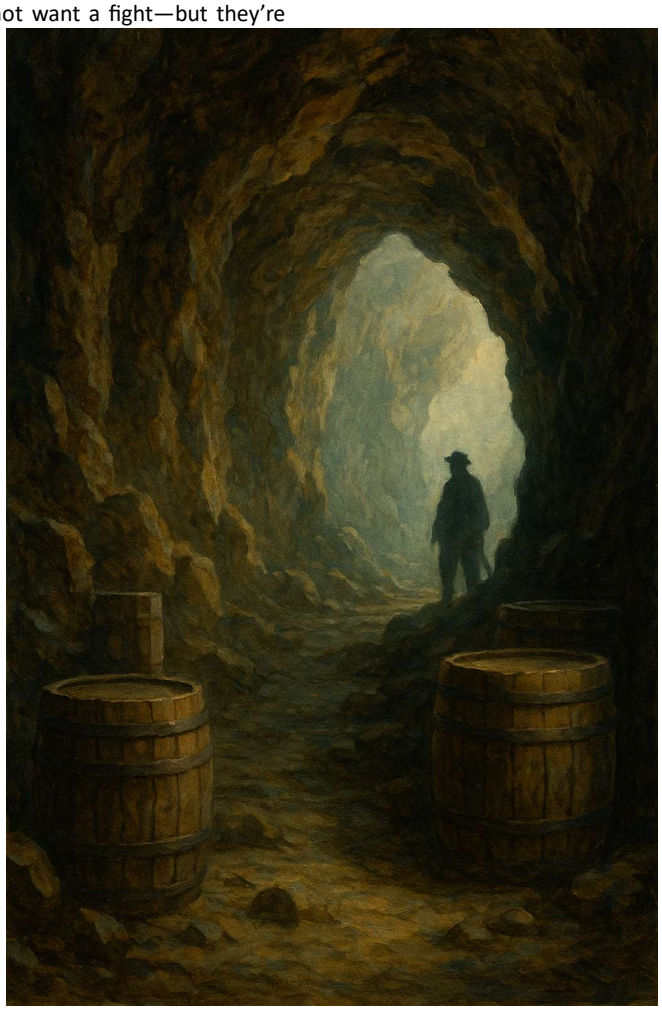
Approaching the Operation

Should the party choose to intervene—whether boldly or with caution—the scene may unfold in several different ways depending on their tactics, tone, and timing:

- **Stealthy Interference:** With good timing and high **Stealth**, **Move Silently**, or **Hide in Shadows**, the party may attempt to steal a crate, intercept the wyvern egg, or sabotage the cart without alerting the smugglers. A single successful action can disrupt the operation and provide strong evidence—if they escape unnoticed.
- **Direct Confrontation:** If the party steps out to challenge the smugglers, the response depends on posture. A show of force may provoke a standoff; a calm inquiry might trigger bluffing or bribery. The smugglers do not want a fight—but they're prepared for one.
- **Negotiation or Bribery:** The smugglers may offer gold in exchange for silence, especially if they believe the party is mercenary rather than moral. A typical bribe starts at **100 gp**, with a possible increase if the party shows interest but hesitates to commit.
- **Interrogation:** If a smuggler is captured and questioned, they admit only what they must. With a successful **Charisma**, **Intimidation**, or **Bribe** check, one may say:

"We were paid by a woman—Velra. Told us it was dock-cleared. That's all I know."

They also mention the shipment is bound for a "contact north of the city," though no names are given.



If the party approaches, the encounter can unfold in several ways:

- Through stealth and clever timing, they may steal a crate without being noticed.
- A direct confrontation may lead to combat, a standoff, or even negotiation.
- The smugglers may offer a bribe to avoid violence, offering the party a quick payout in exchange for silence.
- If questioned, a captured smuggler will admit only that they were paid by a woman named Velra, and that the shipment is bound for a contact "north of the city."

The goal here is not necessarily a fight, but a pivotal choice. Do the adventurers engage the smugglers? Do they intervene and risk bloodshed? Or do they track the operation further, trying to gather more evidence before acting?

Optional Lead: The Contraband Cache

If the party bribes or heavily pressures one of the smugglers—especially with a successful **Charisma**, **Intimidation**, or **Bribe** check—they may extract a deeper secret:

"Look… we don't hold everything in the city. Too risky. There's a place—small cave, past the eastern cliffs. Half a day's walk, low tide only. That's where we stash the big stuff. Quiet-like."

The smuggler describes a **hidden sea cave**, accessible via a narrow coastal trail about a half-day east of Sasserine. It's only reachable on foot during low tide, when the path beneath the cliffs is exposed. This cache site is used by Kellani's smugglers to temporarily store high-value contraband—dangerous goods they don't want discovered in the city proper.

Inside the cave, the party may find:

- A **pair of wyvern eggs** in padded crates, one warm and active
- **Forged manifests** awaiting transit to a northern contact
- **Kellani-marked supplies** (tokens, packaging, wax seals, etc.)
- Possibly **one or two smugglers** guarding the goods

Cave Guard, *2nd-lev el Human Fighter (NE, Kellani Smuggler)* **AC**: 5 (studded leather + Dex) **MV**: 12 **HP**: 14 **THAC0**: 19 **Dmg**: 1d8+1 (scimitar) or 1d6 (club, nonlethal) **SA**: May attempt to shove opponents into cave walls (Strength check vs. Dex to avoid 1d4 extra damage) **SD**: +1 to saving throws vs. fear (used to dangerous cargo) **ML**: 11 **AL**: NE **SZ**: M (6') **XP**: 65

Tactics: These guards are alert and edgy—they know they're watching high-risk cargo. They will challenge trespassers but are not suicidal. One may attempt to flee to warn others if things go poorly.

This optional encounter serves as a potential **bonus scene**—ideal for players who aren't satisfied with just reporting back. It also presents the opportunity for greater danger, larger rewards, or direct evidence tying House Kellani to the larger smuggling ring.

Lookout, *2nd-level Human Thief (NE, lookout and contraband courier)* **AC**: 6 (leather + Dex) **MV**: 12 **HP**: 10 **THAC0**: 19 (17 with short sword) **Dmg**: 1d6 (short sword) or 1d4 (dagger) **SA**: Backstab (+2 to hit, double damage) if attacking from surprise **Skills**: Move Silently 40%, Hide in Shadows 35%, Pick Pockets 25% **SD**: +2 saves vs. charm/poison **ML**: 10 **AL**: NE **XP**: 65

Tactics:
The lookout keeps to the shadows near the cave mouth, alert for

approaching intruders. If surprised or outnumbered, they may try to vanish using stealth or smoke (optional vial) rather than fight.

Note: Discovering and reporting this cave may earn the party extra favor with Keltar—and greater enmity from House Kellani.

Outcomes and Evidence

Whether the party watches from the shadows, confronts the smugglers directly, or follows a whispered lead beyond the city, they will come away with crucial evidence—enough to present a compelling case to Keltar.

At minimum, they may acquire:

Evidence from the West Wing (Islaran Manor)

- **The Gloamwing Manifest:** A falsified shipping record for a ship no dockworker recognizes, signed by Velra Tandis.
- **Tidegate Discrepancy:** The Gloamwing's departure time overlaps with a tidegate closure—physically impossible. A strong clue of tampered records.
- **Misaligned Wax Seal:** One document bears an improperly applied House Islaran seal—shallow and off-center—indicating forgery.
- **Inconsistent Signatures:** Multiple records show minor but telling handwriting differences. Characters with **Forgery**, **Reading/Writing**, or **Observation** can identify the pattern.

- **Hidden Cipher Note:** Found under Velra's blotter: a coded message reading "Midnight. Mistshore Dock 7. Fertilizer." This links the manor to the illicit exchange.

Evidence from the Dock:

- **A warm wyvern egg** recovered from one of the crates—clear proof of smuggling and dangerous contraband.
- **A forged customs slip**, bearing the seal of House Islaran but falsified in subtle, detectable ways.
- **Visual confirmation** of the Kellani crest on a smuggler's cloak or token.
- **The name "Velra"** dropped during interrogation, tying the smuggling ring back to Islaran Manor.

Optional Evidence: The Hidden Cave

If the party pursues the optional lead to the coastal contraband cave, they may discover:

- **Additional wyvern eggs**, confirming this is not an isolated crime but part of a larger operation.
- **Kellani-marked shipping crates**, further implicating the house.
- **Forged paperwork** prepared for future transfers—evidence of ongoing activity.
- **Live witnesses or guards**, if subdued, who could be brought in for questioning or turned over to Keltar.

Together, these findings solidify the conspiracy and provide the players with choices: report their discoveries, confront Velra directly, or weigh other, riskier options.

Act III: Justice or Compromise

With evidence in hand—whether forged documents, eyewitness testimony, or a smuggled wyvern egg—the party now stands at a crossroads. They know the truth: someone inside Islaran Manor, almost certainly **Velra Tandis**, has been falsifying records and facilitating illegal shipments for **House Kellani**.

But knowing the truth and acting on it are two different things.

This act shifts from investigation to decision. The party has leverage, and the city of Sasserine is listening. What they choose to do—**expose the crime**, **accept a bribe**, or **pursue their own interests**—will shape their reputation, their alliances, and the balance of power in the harbor.

There is no perfect ending. Only consequences.

Confronting Velra Tandis

If the party returns to Islaran Manor and chooses to confront Velra Tandis directly, they find her exactly where she's always been—seated at her desk in the ledger wing, quill in hand, calm as ever.

If the Party Has Strong Proof

(e.g., the forged manifest, her signature, or a smuggler's testimony)

Velra maintains her composure, then shifts strategies. She leans back in her chair, eyes narrowing slightly.

"You think this city rewards honesty? You think the Kellanis lose sleep over clean books? Take your truth and walk—before it drowns you."

She quickly offers a bribe—**300 gp** total (or more, if pressured)—and promises to disappear quietly if left alone. She warns that pursuing this further will make the party enemies in places they can't even see.

If the Party Has Circumstantial Evidence Only

(e.g., a Kellani token, the cipher note, or unnamed smuggler claims)

Velra denies everything, questioning the reliability of their sources and implying they're being manipulated.

"You have nothing but gossip and guesses. If I were you, I'd burn those scraps and forget this conversation ever happened."

She will still offer a bribe if cornered but makes it clear they have no legal standing—yet.

If the Party Threatens or Attempts Arrest

Velra doesn't panic. She stands slowly and stalls for time. If guards are nearby, she may attempt to escape during the confusion or slip out via a service passage she knows well.

This can trigger a brief **chase scene**, a tense **interrogation**, or even **combat**—though Velra avoids violence unless cornered, and she never draws first blood.

Note: If the party somehow extracts a written or verbal confession, or apprehends her without alerting the manor staff, they may present her to Keltar directly—an act that earns significant favor.

Returning to Keltar

If the party brings their findings back to Keltar—be it forged records, smuggled goods, or Velra herself—he receives them in private, away from staff and listening ears.

He listens without interruption, his weathered hands folded tightly, his gaze sharp but weary. When the full extent of the betrayal becomes clear, he exhales slowly and says, almost to himself:

"I feared it. I just didn't want it to be her."

If the Evidence is Clear and Clean

- Keltar ensures Velra's quiet arrest.
- He pays the party the agreed reward—**500 gp**, plus any bonus he previously offered.
- If the party handled the matter **without public violence or scandal**, he adds a **bonus of 50–100 gp** or a **favor from the Dockmaster's Guild**.
- He offers future assistance and quiet political protection.

"You've earned more than coin. You've earned an ally. Just know: House Kellani won't take this lying down."

If the Party Delivers Velra Alive

Keltar is visibly conflicted but impressed. He arranges for her to be detained and interrogated discreetly.

"She was a clever one. I'll see to it she never sees another ledger."

This route earns the party **maximum trust and reputation** with House Islaran and may trigger **future storylines**—a trial, a countermove by the Kellanis, or even a job offer from another faction.

If the Party Returns with Partial Evidence

Keltar thanks them but remains cautious. He pays what is due, but no extra.

"This is enough to begin pulling threads. You've done well—but the unraveling has just begun."

If the Party Took the Bribe

If the party accepts Velra's offer—walking away with coin in hand and the truth left buried—they gain immediate profit, but no favor. When they return to Keltar (if they return at all), their lack of concrete evidence speaks louder than any excuse.

Keltar's face hardens as he listens to their report. He says little, then finally:

"I see. The tide takes what it will."

He pays nothing more and offers no further assistance. Though he cannot prove their betrayal, his trust is broken.

- **Whispers begin**: Word spreads that the adventurers were involved in something quiet, something valuable.
- **Kellani agents may reach out again**—offering future work, bribes, or manipulation.
- **Other factions take notice**: Some respect their discretion; others see them as compromised.
- **Keltar distances himself**: No further offers come from House Islaran unless drastic redemption occurs.

The party may be wealthier—but their reputation in Sasserine has shifted into shadow.

If the Players Kept the Egg

If the party decides to keep the wyvern egg rather than turn it over, they claim a prize of immense value—but one laced with risk.

The egg is warm, alive, and volatile. It may fetch a fortune on the black market, attract dangerous buyers, or even hatch under the wrong conditions. But its presence marks the party as thieves, not heroes.

If Keltar Finds Out:

Keltar is furious. His voice drops to a low growl as he speaks:

"You don't know what you're holding—or what it might bring down on you. That egg was under my authority. You've crossed a line."

- He severs ties with the party.
- They are **banned from Islaran-controlled docks**.

- Word spreads discreetly among the **Dockmaster's Guild**, **legal factions**, and possibly **city watch**.

If the Party Keeps it Secret:

- They may attempt to **sell the egg**—drawing interest from **alchemists**, **beast trainers**, or **crime lords**.
- A live wyvern egg in their possession becomes a **mobile plot hook**: it may hatch, be stolen, or serve as leverage.
- House Kellani may send **agents to recover it**, believing it was intercepted or hidden.

Endings and Reputation

The Cracked Ledger doesn't end with applause or parades. It ends with whispers—quiet acknowledgments in noble circles, suspicious glances at taverns, and sealed letters passed hand to hand. In Sasserine, reputation is currency, and every choice the party makes echoes far beyond the harbor.

If the Party Exposed the Plot Publicly:

- House Islaran rewards them with **coin**, **access**, and **quiet favor**.
- House Kellani now sees them as a **threat**—dangerous unknowns who interfere with profitable business.
- City officials may begin **watching the party more closely**, both with curiosity and caution.

If the Party Chose Silence or Profit:

- They earn **wealth**, but not respect.
- House Kellani may offer **future jobs**, **bribes**, or **leverage**, drawing them deeper into Sasserine's criminal underbelly.
- Honest factions may **avoid or distrust them**, making legal aid harder to find later.

If the Party Went Beyond the Call (e.g., Found the Cave):

- Keltar sees them as **indispensable allies**.
- Other noble houses may **take notice**, for better or worse.
- The players may uncover threads leading to **a wider smuggling network**, **creature trafficking rings**, or even **a city council scandal**.

Lasting Impact

Regardless of outcome, the party leaves a mark. Whether as discreet agents of justice, opportunists navigating grey morality, or rising players in Sasserine's tangled politics—the city remembers.

And the ledgers?

They never forget.

Appendix A: NPC Stat Blocks

Keltar Islaran (Human Fighter) AC: 7 MV: 12 Level: 5 hp: 29 THAC0: 16 #AT: 1 Dmg: 1d6+1 (cane) or 1d4 (dagger) SA: May summon city guards in 1d4 rounds SD: Nil MR: Nil SZ: M (5'10") ML: 12 (steady) XP: 175

Islaran Bodyguard (Human Fighter) AC: 6 MV: 12 Level: 3 hp: 19 THAC0: 18 #AT: 1 Dmg: 1d8 (longsword) SA: Nil SD: Nil MR: Nil SZ: M (6') ML: 13 (elite) XP: 120

Velra Tandis, *3rd-level Human Thief (NE, Kellani Agent)* **AC**: 5 (leather armor + Dexterity) **MV**: 12 **HP**: 13 **THAC0**: 19 (17 with dagger) **Dmg**: 1d4 (dagger) or 1d6 (sling) **SA**: +2 to hit and double damage on backstab; +10% Forgery **SD**: +2 saves vs. poison and charm **Skills**: Hide in Shadows 45%, Move Silently 50%, Pick Pockets 40%, Forgery 65% **AL**: NE **SZ**: M (5'6") **ML**: 11 (calculating) **XP**: 120

Lukas Draen, *0-level Human Commoner (LN, Tidegate Clerk)* **AC**: 10 **MV**: 12 **HP**: 3 **THAC0**: 20 **Dmg**: 1d4 (quill knife) **Skills**: Local History 60% **Wisdom**: 8 (poor memory) **AL**: LN **SZ**: M (5'9") **ML**: 9 (unsteady) **XP**: 15

Yorna Velk, *0-level Human Commoner (LN, Senior Ledger Keeper)* **AC**: 9 (thick wool coat) **MV**: 12 **HP**: 4 **THAC0**: 20 **Dmg**: 1d4 (ledger stylus) **Skills**: Reading/Writing 70%, Forgery Detection 55% **Hearing Penalty**: –2 to hear noise or whispers **AL**: LN **SZ**: M (5'4") **ML**: 11 (steadfast) **XP**: 25

Cormen Belas, *0-level Human Commoner (LN, Junior Scribe)* **AC**: 10 **MV**: 12 **HP**: 3 **THAC0**: 20 **Dmg**: 1d3 (ink pen or letter opener) **Skills**: Reading/Writing 65%, Observation 25% **AL**: LN **SZ**: M (5'7") **ML**: 7 (eager but nervous) **XP**: 15

Mistshore Smuggler (Human, 2nd-level Fighter): AC 6 (leather armor + Dex) MV 12 HD 2 (HP 10) THAC0 19 Dmg: 1d6+1 (short sword) or 1d8 (light crossbow) **SA**: Once per combat, may throw a smoke vial (10-ft radius, –2 to missile attacks for 1 round) **ML**: 11 **AL**: N or NE **XP**: 65

Mistshore Brawler (Human, 2nd-level Fighter): AC 7 (padded armor, Dex); MV 12; HD 2 (HP 12); THAC0 19 Dmg: 1d4 (sap, nonlethal) or 1d6 (club) **Special:** On hit, may attempt a **grapple** or **disarm** (opposed Strength check) Morale: 10 (drops to 7 if blood is spilled) AL: N or NE XP: 65

Cave Guard, *2nd-lev el Human Fighter (NE, Kellani Smuggler)* **AC**: 5 (studded leather + Dex) **MV**: 12 **HP**: 14 **THAC0**: 19 **Dmg**: 1d8+1 (scimitar) or 1d6 (club, nonlethal) **SA**: May attempt to shove opponents into cave walls (Strength check vs. Dex to avoid 1d4 extra damage) **SD**: +1 to saving throws vs. fear (used to dangerous cargo) **ML**: 11 **AL**: NE **SZ**: M (6') **XP**: 65

Lookout, *2nd-level Human Thief (NE, lookout and contraband courier)* **AC**: 6 (leather + Dex) **MV**: 12 **HP**: 10 **THAC0**: 19 (17 with short sword) **Dmg**: 1d6 (short sword) or 1d4 (dagger) **SA**: Backstab (+2 to hit, double damage) if attacking from surprise **Skills**: Move Silently 40%, Hide in Shadows 35%, Pick Pockets 25% **SD**: +2 saves vs. charm/poison **ML**: 10 **AL**: NE **XP**: 65

Appendix B: Islaran Manor

Harbor Street (#1, Azure District)

On a low bluff of coral-stained stone overlooking Sasserine's inner harbor, Islaran Manor stands like a weathered sentinel. Its slate roof is warped by sea wind, its shutters faded to driftwood gray, and ivy grips its outer walls with the slow, patient strength of time. The manor seems more ship than house, its balconies fashioned like forecastles and its entry hall bearing the ribs and beams of an inverted hull.

This is the ancestral seat of **House Islaran**, a noble line synonymous with the Azure District's maritime traditions. For generations, the Islarans have held the post of Harbormaster—a vital civic role that grants authority over docking rights, shipping schedules, and the tidegates that regulate Sasserine's internal canals. While never the wealthiest of houses, House Islaran has long commanded respect for its integrity and command of the city's lifeblood: trade.

The current lord, **Keltar Islaran**, is a stooped man in his seventies with a voice like split rope and eyes sharp enough to measure a ship's tonnage at a glance. Age, however, has made him cautious, and the burden of command weighs heavily. His children have either vanished, fled the city, or turned away from tradition—a fact whispered with glee in rival households. Most notably, **House Kellani** is said to eye the Harbormaster's post with growing impatience, and there are rumors of bribes, threats, and even sabotage at the docks.

The manor's **upper floors** are largely private, with Keltar's offices occupying the **western wing**. A long gallery of ship models traces Sasserine's naval history, and a hidden alcove behind the logbooks contains the **Islaran Tide Charter**, a magical document capable of forecasting tidal shifts three days in advance. Keltar consults it often, alongside a **family ring** that allows him to cast *predict weather* once per day. Despite the weight of years, his sea-hardened presence continues to earn him deference.

The **lower levels** serve practical civic functions: adjudicating docking disputes, storing harbor records, and housing an **arcane beacon system** that flashes coded warnings to lighthouse crews in the event of storms or piracy. These operations are handled by a lean staff of scribes, clerks, and tidewatchers who keep the manor humming with quiet efficiency.

Visitors pass beneath a pair of mounted **dire eel skulls** to enter. Inside, the atmosphere is solemn but dignified. Blue-and-silver tapestries bearing the family crest—a stylized kraken clutching a sextant—hang on the walls, though salt and age have dulled their luster. Despite its weathered state, the manor remains a symbol of civic authority and the steady, if faltering, heart of Sasserine's harbor governance.

Appendix C: NPC Roles

Player-Facing Summary: Who Might Be Involved?

To be handed out as in-character notes or learned through roleplay

Keltar Islaran: Harbormaster. Hires you because he suspects corruption but doesn't know who.

Velra Tandis: Senior clerk. Organized, stays late. Keltar suspects her, but won't name her yet.

Yorna Velk: Stern veteran scribe. Seems honest, hard to fool.

Lukas Draen: Scattered Tidegate clerk. Friendly, but forgetful.

Cormen Belas: Young scribe. Eager and impressionable.

House Kellani: A rival noble house. Whispers of smuggling and black-market dealings swirl around them.

DM Reference: Who's Doing What

Accurate Summary

Keltar Islaran – The Harbormaster
Role: The quest-giver and semi-retired noble
Motivation: Preserve his fading house's integrity; root out corruption quietly
Tactics: Uses "clean hands" (PCs) to avoid tipping off internal traitors
Notable Notes: Deeply suspicious of Velra Tandis, but lacks proof
If he finds out the party mishandled things or took a bribe, he becomes cold and distant. Keeps a magical tide charter and family ring for emergencies (can forecast tides and weather)

Velra Tandis – The Insider Mole
Role: Primary antagonist inside the manor
Affiliation: Secret agent of House Kellani
Skills: Master forger, calm liar, prefers bribes and stalling over violence
What She's Done:

- Forged the manifest for The Gloamwing, a ship that doesn't exist
- Altered tidegate times to conceal impossible ship movement
- Left a cipher note pointing to Dock 7 in Mistshore

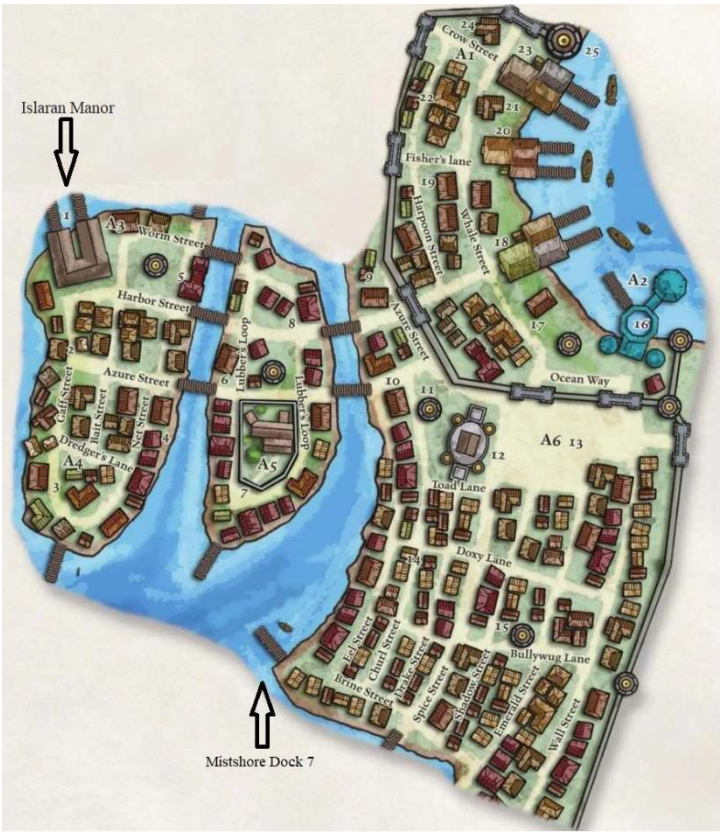
Carries a hidden Kellani pendant and a backup forged document
Tactics: Denies everything unless confronted with air-tight proof. Offers bribes before fleeing; only fights if cornered, and tries to escape during confusion

Brevan Mallor – The Compromised Guard
Role: Informant in the west wing
Affiliation: Paid off by House Kellani
Knowledge: Knows something shady is going on, but not the full scope
Behavior: Watches for suspicious visitors in the ledger wing. Doesn't interfere directly, but if the party lingers or questions the wrong person, he alerts Kellani enforcers. Can be bribed or coerced into revealing his involvement

House Kellani – Shadow Power
Role: True orchestrators behind the smuggling
Motivation: Gain influence in the docks, discredit House Islaran
Methods: Bribes, forged manifests, discreet intimidation. Uses fronts in Mistshore and a contraband cache east of the city.
Response: Sends enforcers to intimidate the party once their questions get noticed. May try to buy silence or manipulate the players into joining future schemes

Yorna Velk – Loyal Veteran Scribe
Status: Loyal to Keltar, stern and meticulous
Strengths: Can spot forged paperwork and unfamiliar faces
Tactics: If tipped off or lied to poorly, she reports the party.
Use in Play: A powerful truth detector or ally if convinced of the party's honesty

Lukas Draen – Forgetful Clerk
Status: Not involved in any conspiracy
Flaws: Terrible memory, distracted easily
Strengths: Knows schedules and routines
Use in Play: A soft entry point for players trying to time shifts or gain minor insider details

Cormen Belas – Nervous Junior Scribe
Status: Harmless, overly eager
Strengths: Can be easily convinced or tricked with false authority
Use in Play: Best route for getting insider access, times, or maps of the manor

Appendix D: Location Maps